

REMARKS

In a telephone voice mail message from Examiner El-Hady on 11/02/05, the Examiner indicated that he intended to allow the instant Application.

However, a shortened Abstract that comports with the new 150 word stipulation was requested.

Applicants thank the Examiner for the courtesy of a telephonic communication and for his efforts to advance the instant Application to issuance.

Such an Abstract is presented above in clean form.

The Abstract with the changes indicated is included below:

A scalable video transmission scheme is provided in which client interaction and video content itself are taken into consideration during transmission. ~~In content-based video representation such as MPEG4, incoming video is typically segmented into multiple objects. Each encoded object bitstream includes: control, motion, shape and texture information. Different parts of the information, however, have different priorities within a receiving decoder. For example, shape or motion information is usually more important than texture information.~~ Methods and arrangements are provided to prioritize/classify different types of information according to their importance and to ~~packetized~~ packetize or otherwise arrange the prioritized information in a manner such that lower priority information may be dropped during transmission ~~should the need arise~~. Thus, when network congestion occurs or there is not enough network bandwidth to transmit all of the prioritized information about ~~the an~~ an object, some (e.g., lower priority) information, ~~i.e. that with lower priority is~~ may be dropped at the server or at an intermediate network node to reduce the bit rate. Thus, when the server

1 transmits multiple video objects over a channel of limited bandwidth
2 capacity, the bit rate allocated to each object can be ~~determined~~ adjusted
3 according to several factors, such as, e.g., information importance and client
4 interaction. ~~the type/complexity of the video object information, the high-~~
5 ~~level semantic information of the video object's content and user~~
6 ~~interactivity behaviors. Additionally, since it can save network bandwidth~~
7 ~~greatly, multicasting is considered as an effective communication support for~~
8 ~~multi-party multimedia applications such as distance learning and video~~
9 ~~broadcasting. However, due to the heterogeneity of the Internet a single~~
10 ~~sender transmission rate cannot satisfy the different bandwidth requirements~~
11 ~~at different receiving sides. Therefore, the sender rate is usually adapted to~~
12 ~~the requirement of the worst positioned receiver, thereby reducing the quality~~
13 ~~of the data perceived at all receiving sites. This limitation can be overcome~~
14 ~~using layered transmission mechanisms. However, in layered approach each~~
15 ~~layer needs a separate network session, and it is complicated for the network~~
16 ~~to maintain multiple sessions for each video object and the synchronization~~
17 ~~control between different layers is difficult to achieve. Furthermore, the~~
18 ~~transmission rate cannot be adjusted in the granularity smaller than the~~
19 ~~difference between layers. To solve the above problems, new heterogeneous~~
20 ~~multicasting methods and arrangements are provided, in which a single layer~~
21 ~~approach can be employed having the advantages of a layered solution. For~~
22 ~~example, a Video Transmission Agent (VTA) and a new resource allocation~~
23 ~~policy (Capacity, Requirement) policy are provided for use within a~~
24 ~~multicasting arrangement.~~
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CONCLUSION

It is respectfully submitted that all of pending claims 1-68 and 70-72 are allowable, and prompt action to that end is hereby requested.

Respectfully Submitted,

Dated: _____

By: _____

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